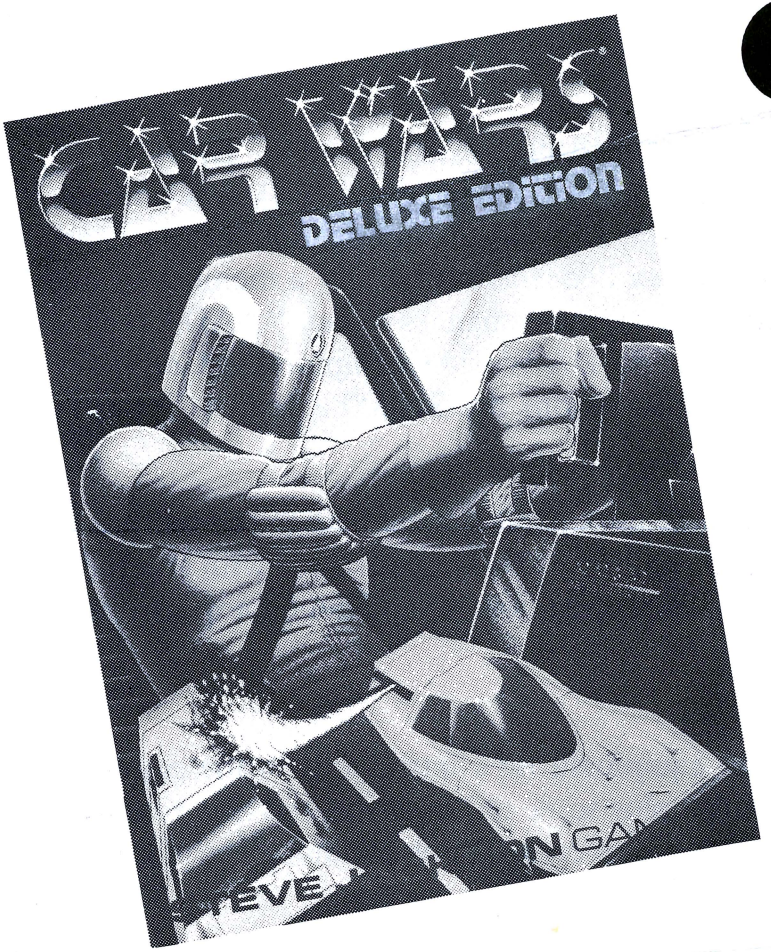
If you like AUTODUEL®

there's more car-combat action in

CAR WARS®



- Over 125,000 sold in the Pocket Box edition!
- "One of the year's ten best games" — OMNI Magazine
- Best Science Fiction Boardgame — ORIGINS '82

The ***Autoduel*** computer game is based on Steve Jackson Games' award-winning *board-game* ***Car Wars***. If you like ***Autoduel***, you'll like ***Car Wars***: It's the same world, the same future history, and the same autoduelling action.

After you've played ***Autoduel***, you can turn off the disk drive for a while, find an opponent (or two or twelve), and shoot it out on the highways of the future. With the ***Deluxe Edition***, many supplements and expansion sets, and *Autoduel Quarterly* magazine, ***Car Wars*** players have been driving offensively for years — and they're still going strong!

See other side for more about ***Car Wars***.

Keep *AUTODUEL*ling with these bestselling *CAR WARS* boardgame products:

Car Wars®— *Deluxe Edition*

Everything you need to play, in one 9'' x 12'' box! Choose your vehicle — compact, station wagon, van, cycle, three-wheeler, bus, 18-wheel tractor-trailer rig, or helicopter — and take it out on the roads or into the arena.

Comprehensive 64-page rulebook (with special ''quick-start'' introductory rules), 300 full-color counters, three 22'' x 34'' maps, and Deluxe Road Sections that stand up to your most punishing highway combats. $18.50.

Autoduel® *Quarterly*

Autoduel Quarterly is the Journal of the American Autoduel Association. Every three months, the latest on ***Car Wars*** and autoduelling appears in the pages of *ADQ* — scenarios, new vehicles, new equipment, fiction, strategy, letters, the North American Road Atlas and Survival Guide, and AADA news. Plus, each subscriber is automatically a member of the American Autoduel Association — eligible for free goodies, chances to buy ''AADA only'' merchandise, and the opportunity to compete in the AADA World Championship ***Car Wars*** tournament. $3.00 a copy on the newsstands; subscriptions are $10.00 a year.

The AADA™ *Vehicle Guide*

What's that on the road ahead? Don't take any chances. Check it out with the offical guide to the highway combat vehicles of the ***Car Wars*** universe. Fully illustrated, with complete ***Car Wars*** specifications for over 100 cars, trucks, cycles, trikes, and helicopters. A must for every autoduellist. $6.50.

Uncle Albert's™ *2035 Catalog*

That lovable gadgeteer has collected all the equipment he's introduced in the pages of *Autoduel Quarterly* (much of it now out-of-print), plus some old favorites and new research breakthroughs. ***Uncle Albert's 2035 Catalog*** is your reference book for that piece of equipment that will give you the edge you need. $4.50.

Convoy®

A complete 64-page solo adventure for ***Car Wars***. You must take a tanker truck from Lexington to Memphis. The reward is $100,000, but if you fail, a city dies — and somebody out there doesn't want you to make it. ***Convoy*** can be played solo or with a group, with or without a referee. $6.50.

Look for these items at your local hobby shop, or order them direct from Steve Jackson Games. All prices include postage and handling (Texas residents need to add 5 1/8% sales tax). All payments must be made in US dollars. Send your order to *Steve Jackson Games, Box 18957-C, Austin, TX 78760-8957.* Please allow 3-4 weeks for delivery.

Want to know more? Send for our free catalog. Write to Steve Jackson Games at the address above, and include a self-addressed stamped envelope.

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